©1990 Harlem Globetrotters. The Harlem Globetrotters and associated logos are trademarks owned by International Broadcasting Corporation and are used with permission. "Sweet Georgia Brown" ©1925 (renewed) Warner Brothers Inc. ASCAP. All rights reserved. Used by permission.

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

GameTek The Biggest Names are on our Games!sm

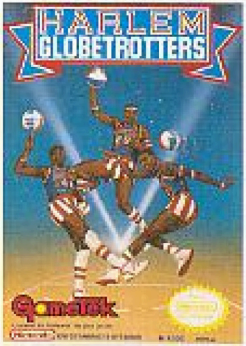
GameTek is a trademark of IJE, Inc.
2999 Northeast 191 Street
North Miami Beach, Florida 33180 USA
(305) 935-3995
© ℗ 1990 GameTek. All Rights Reserved.

Printed in Japan.

EmuMovies

Nintendo ENTERTAINMENT SYSTEM

NES-QH-USA



HARLEM GLOBETROTTERS

INSTRUCTION BOOKLET

GameTek

GameTek

The Biggest Names are on our Games!sm

GameTek brings those international superstars of basketball, the Harlem Globetrotters®, to your Nintendo Entertainment System. Now, you can play with 1, 2, or 3 friends, or against computer-selected opponents, and perform the antics made famous over the past 65 years by the irrepressible Clown Princes of Basketball™. Choose to play as a Harlem Globetrotter or face off against them. In either case, you'll combine awesome basketball skills with high hilarity.

This Nintendo game is unpredictable! It's unequaled! It's an action-packed entertainment treat for "kids" of all ages!



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM™

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

HARLEM GLOBETROTTERS

CONTENTS

Using the Controller 4
Getting Started 6
Traditional Basketball Rules 7
Game Play Moves 8
One- and Two-Player Games 11
Three- and Four-Player Games 13
The Scoreboard 14
End-of-Quarter Statistics 16
Violations 18
Fouls 19
Free Throws 20
Trick Shots & Trick Passes 21



USING THE CONTROLLER

CONTROL PAD

1. Highlights playing options (team, players, level, time).
2. Moves your player around the court.
3. Controls the direction of your pass.
4. Sends your player up for a jump ball.



SELECT BUTTON

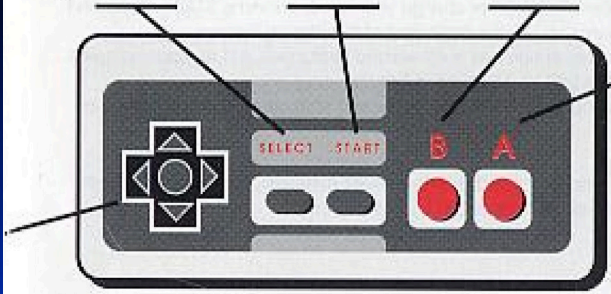
1. Confirms playing options.
2. Shoots the ball for the Generals.
3. Makes a trick pass for the Globetrotters.

START BUTTON

1. Repeats playing options.
2. Passes for the Generals.
3. Makes a trick shot for the Globetrotters.

B BUTTON

1. Highlights playing options.
2. On offense, makes the player jump to shoot and shoots the ball.
3. On defense, jumps to block.



A BUTTON

1. Highlights playing options.
2. On offense, passes and inbounds the ball (in conjunction with the Control Pad).
3. On defense, steals the ball.

GETTING STARTED

1. Insert your Harlem Globetrotters cartridge. (If you are playing a 3- or 4-player game, you will need an NES satellite.) Press any button to advance to playing options.

2. When options are offered (play the computer, be a Globetrotter or a General, have 1 or 2 players on your team, or play as a Rookie or Pro), use any button *except select or start* to highlight your answer; press SELECT to confirm your choice. If you make a mistake or change your mind, pressing START at the end of the options returns you to the beginning of the playing options.

   a. The Rookie play option has a 45-second shot clock and an opponent who will not steal the ball as easily as in Pro play.

   b. The Pro play option gives you a 24-second shot clock and a faster-paced game.

3. To set the time for each quarter (not in exact minutes), use the up or down arrows on the Control Pad; press SELECT to confirm.

TRADITIONAL BASKETBALL RULES

1. To win, you must outscore your opponent in 4 quarters of play.

2. In the case of a tie, 1-minute overtime quarters will be played until one team wins. (The scoreboard will show these periods as "OT".)

3. The general rules of basketball are used:
   a. A basket *outside* the 3-point line scores 3 points; a basket *inside* it scores 2 points.
   b. As soon as you receive the ball, you have 24 seconds in Pro play (45 in Rookie play) to shoot the ball.
   c. You have 5 seconds to inbound the ball and 10 seconds to cross the center line.

GAME PLAY MOVES

OFFENSE: You are always in control of the player who has the ball.

DEFENSE: You control one defensive player and the computer will move the other defensive players.



JUMP BALL: At the beginning of each quarter, there is a jump ball. Once the players are in position, the player using Controller #1 presses *any* button for the referee to throw the ball. Players press their up arrows to make their players jump for the ball.

PASSING: Pass the ball by pointing the Control Pad left, right, up, down or diagonally toward the player you want to receive the ball; press the A Button. (Be careful—your opponents can and will steal passes!)

SHOOTING: A player can shoot from anywhere on the court by pressing the B

Button: a Globetrotter can try a trick shot by pressing the START Button.

SLAM DUNK: When the path is open, use the Control Pad to drive your player to the basket; press the B Button. Hint: Try this shot from the top of the key for an exciting (jumping, flying) slam dunk.



JUMP SHOT: Position your player with the Control Pad. Press and hold down the B Button for the player to jump. When you release the B Button, the ball is shot. (Be careful not to hold the B Button too long, or a traveling call will result.)



REBOUNDING: Move your player, offense or defense, to the best position under the hoop as quickly as you can after the shot.

STEALING: Try to anticipate an inbound pass to your opponent and stay as close to him as possible, pressing the A Button repeatedly. When your opponent catches the ball, press the A Button repeatedly to steal it.



INBOUNDING THE BALL: Use the Control Pad to face your player in the direction of one of the other players on your team; press the A Button to pass the ball. (Remember, the 5-second clock is ticking!)



BLOCKING SHOTS: Position your player between your opponent and the basket. While your opponent is driving or shooting, press the B Button. If you are in the *proper position*, your player will jump and block the shot. (Blocking is automatic on the Rookie level.)

ONE- AND TWO-PLAYER GAMES

1. One-Player Game:

You can play against the computer as either a Harlem Globetrotter or a Washington General™. The Globetrotters are in blue uniforms; the Generals, in white. Use Controller #1 regardless of which team you have chosen to play on. Your player's uniform will turn yellow if you are the Globetrotter. Your player will wear dark green if you are the General. Each time you pass the ball, you control the player with the ball and his uniform turns the color noted. Remember, you can control only one player at a time.

2. Two-Player Game:

a. You can play against a friend, each choosing an opposing team. Controller #1 is used for the General. Your player will wear dark green. Controller #2 is used for the Globetrotter. Your player will wear yellow.

b. You and a friend can play as two Globetrotters against a computer

Generals' team or as two Generals against a computer Globetrotters' team.

1) If you are both Globetrotters, the player using Controller #1 will control the Globetrotter wearing yellow; the player using Controller #2 will control the Globetrotter in lavender.

2) If you are both Generals, the player using Controller #1 will control the General wearing dark green; the player using Controller #2 will control the General in flashing light green.

THREE- AND FOUR-PLAYER GAMES (with an NES Satellite)

1. Three-Player Game:

You can control 2 players on either team against one player on the other team.

a. If you select 2 Globetrotters and 1 General, the controllers and colors are as follows:

1) Controller #2 for the Globetrotter in yellow and Controller #4 for the Globetrotter in lavender.

2) Controller #1 for the General in dark green.

b. If you select 2 Generals and 1 Globetrotter, the controllers and colors are as follows:

1) Controller #1, for the General in dark green and Controller #3 for the General in flashing light green.

2) Controller #2 for the Globetrotter in yellow.

2. Four-Player Game:

You control 2 players on each team.

a. For the Generals, use Controller #1 for the player in dark green and Controller #3 for the player in flashing light green.

b. For the Globetrotters, use Controller #2 for the player in yellow and Controller #4 for the player in lavender.

THE SCOREBOARD

Current Quarter

Time Remaining in Quarter

Shot Clock:
24 sec. in Pro Play
45 sec. in Rookie Play

Globetrotters' Score

Generals' Score



SCORING:

2 points are scored for a field goal from inside the 3-point line (the arc that extends beyond the top of the key).

3 points are scored for a field goal from outside the 3-point line.

END-OF-QUARTER STATISTICS



SCORE: Total of 2-point field goals, plus 3-point shots, plus free throws. (47)

SHOOTING: A display of 20/34 means that 20 (2- or 3-pointers) field goals were scored out of 34 total shots taken.

3-POINT SHOTS: A display of 5/11 means that five 3-point shots were scored out of 11 shots taken, for a total of 15 points.

REBOUNDS: The number of times your player(s) successfully rebounded the ball after an opponent missed a basket. (7)

OFFENSIVE REBOUNDS: The number of times your player(s) rebounded your own missed shots. These are difficult rebounds to make. (1)

TURNOVERS: The number of times your opponent got the ball as a result of violations or steals. (11)

BLOCKS: The number of times a shot was blocked. (0)

STEALS: The number of time you took (stole) the ball from your opponent. (15)

FREE THROWS: A display of 2/2 means two 1-point foul shots were scored out of two attempted, for a total of 2 points.

FOULS: The total number of shooting, blocking and charging fouls. (3)

VIOLATIONS

Violations are infractions of the rules. They result in "turnovers" (the other team getting the ball).

Violations include:

5-SECOND VIOLATION — While inbounding from under the basket after your opponent scores, or while inbounding from half-court, you have 5 seconds to pass the ball from the time you gain possession.

10-SECOND VIOLATION — You have 10 seconds to get the ball across mid-court, either by passing or dribbling after gaining possession of the ball.

24-SECOND RULE — From the time you gain possession of the ball, you have 24 seconds to shoot the ball (45 seconds in Rookie play), or the other team takes possession of the ball. If you shoot and miss and grab the rebound, the 24-second clock (located on the scoreboard) resets and you have another 24 seconds to shoot.

BACKCOURT VIOLATION — If you dribble or pass the ball "back" across the center line once you have crossed it, this violation is called.

TRAVELING — If you jump to shoot (B Button) and do not release the ball before your feet hit the ground, traveling is called.

FOULS

There are three types of fouls: shooting, blocking and charging. Shooting fouls and blocking fouls result in free throws; charging fouls result in turnovers.



1. Shooting Foul — occurs when the defensive player is a little too rough with the shooting offensive player.

2. Blocking Foul — results when the offensive player is moving and the defensive play is too rough on the offensive player.



3. Charging — occurs when an offensive player moves into a defensive player who is motionless.

FREE THROWS

When a free throw occurs as the result of a foul, the players line up around the key. Use the Control pad right or left to line up and center your player on the foul line; press the B Button to shoot. You have 2 free throws for each shooting or blocking foul, or 1 free throw if the shot on which the player was fouled is good — a 3-point play. (Watch for the Globetrotters' trick free throw!)



TRICK SHOTS & TRICK PASSES

The Globetrotters are constantly up to their usual tricks. At your commands, they'll do their trick shots and trick passes, which are randomly selected by the computer.

1. Trick Shots: Use your START Button (instead of the B Button).

a. Kick Shot — Player attempts to "punt" the ball into the basket instead of throwing it. →





b. Behind-the-Back Shot — Player shoots the ball from behind his back with one hand. ←

c. Two-Handed-Behind-the-Back Shot — Player shoots with both hands behind his back.

d. Bounce Shot — Player bounces the ball against the court floor to shoot.

e. Somersault Slam Dunk — Player "flips" through the air, somersault style, then slam dunks the ball.



f. Half-Court Hook Shot — Player takes a hook shot from half-court.



g. Piggyback Shot — One Globetrotter jumps on the back of another Globetrotter and shoots.

h. Foul-Line Shot — Foul shooter has the ball on an elastic string. When he shoots the ball, it snaps back to him.

2. Trick Passes:

Press and hold down the directional arrow on your Control Pad to face towards the player you want to pass to, then press your SELECT Button.

a. Shoulder Roll Pass — The ball rolls up one arm, across the shoulders to the other arm, and is then passed to a teammate.

b. Behind-the-Back Pass — Player passes the ball behind his back.



c. Finger-Spin Pass — Player spins the ball on both hands before passing.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

MESSAGE TO PLAYERS

This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

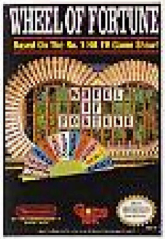
If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

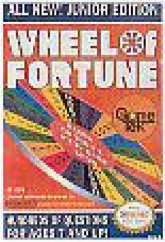
LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek Nintendo Game Pak ("Game Pak") that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this Game Pak. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180 • (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS GAME PAK, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAMEPAK.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



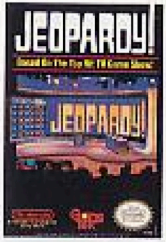


WHEEL OF FORTUNE®



The highest-rated game show in television history is now available in 3 different editions to play on the Nintendo Entertainment System. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. There's the original best-selling *Wheel of Fortune*, and the newest *Family Edition*, each with over 1,000 different puzzles for teens to adults to enjoy. And there's the *Junior Edition*, with over 1,000 people, places, things, phrases and events that are guaranteed to challenge young minds hour after hour.

WHEEL OF FORTUNE, WHEEL OF FORTUNE JUNIOR EDITION and WHEEL OF FORTUNE FAMILY EDITION are based on the television game show licensed by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. © 1986, 1990, Califon Productions, Inc. All Rights Reserved.





JEOPARDY!®

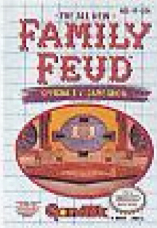


Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions" in each game, these Nintendo versions of the second-highest-rated TV game show are great fun and great challenges. Select from the original hit *Jeopardy!* or the *25th Anniversary Edition* for the teen-to-adult game players, with categories, questions and answers taken from the actual TV show. Or select the *Junior Edition*, with questions and answers to challenge kids to teens. *Jeopardy!* It's for everyone in the family!

JEOPARDY!, JEOPARDY! JUNIOR EDITION and JEOPARDY! 25th ANNIVERSARY EDITION are based on the television program produced by Merv Griffin Enterprises, a unit of Columbia Pictures Entertainment, Inc. © 1991, 1988, 1987 Jeopardy Productions, Inc. All Rights Reserved.

FAMILY FEUD™ — The whole family gets to pick the most popular answers to some usual and unusual questions! Then go for the big money in the final round. This high-action game plays just like the popular television game show.

FAMILY FEUD™ is based on the television program produced by The Family Company. Copyright ©1990 The Family Company. All Rights Reserved.





CLASSIC CONCENTRATION™ — Test your skill and memory as you try to match the prizes behind the numbers, then guess the rebus on the gameboard. This exciting game is one of the most popular, long-running shows on TV. It's great fun for the whole family!

CLASSIC CONCENTRATION™ is based on the television program produced by The Concentration Company. Copyright ©1990 The Concentration Company. All Rights Reserved.



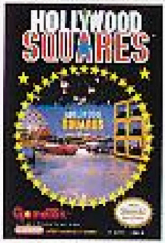
TALKING SUPER PASSWORD™ — The Password for this terrific word-association game is "FUN." It's also Fantastic, Enjoyable, Amusing, Entertaining, and Exciting! Hours of stimulating play! And it talks to you too!

SUPER PASSWORD is based on the television program produced by The Super Password Company. Copyright ©1990 The Super password Company. All Rights Reserved.



DOUBLE DARE™ — Kids to teens test their minds on subjects from rock to rocks, and test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Action, Double Challenge, Double Fun!

DOUBLE DARE ©1989 MTV Networks. Double Dare is a trademark owned and licensed for use by MTV Networks, a division of Viacom International, Inc.



HOLLYWOOD SQUARES™ — It's tic-tac-toe with a twist! Get your X's and O's by figuring out whether the "celebrities" are giving correct answers or making them up, and chuckle over their humorous ad libs. It's a fast-moving video version of the hit TV game show.

HOLLYWOOD SQUARES™ ©1986, 1988 Century Towers Productions. All Rights Reserved.

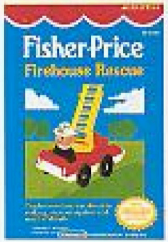
Fisher-Price®

™



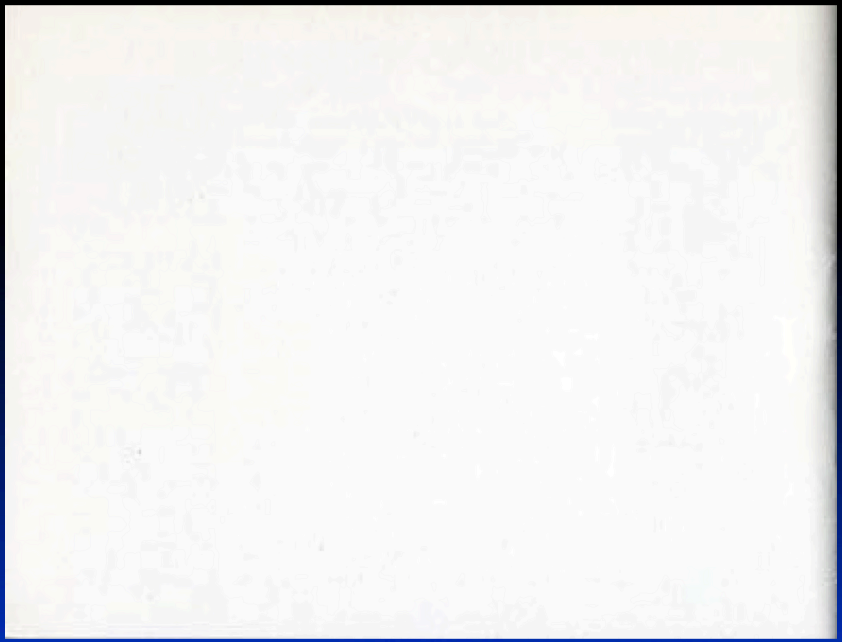


These three absorbing and involving programs give preschoolers and primary grade children from 3 to 8 an entertaining introduction to Nintendo game play. In *I Can Remember*, kids get to strengthen their memory skills, reinforce number recognition, and develop eye-hand coordination . . . all while they're having fun. In *Perfect Fit*, the entertaining puzzles encourage picture recognition, matching shapes and outlines, and working within a time limit — a perfect way to learn and play. In *Firehouse Rescue*, kids develop coordination and recall of details as they navigate through mazes to rescue the Little People™ and their pets. Kids can play alone or with friends in all games, or against the computer in some. Multiple skill levels in all games offer ongoing challenges as kids grow and develop.



FISHER-PRICE, the Rearing Design, Little People, and Little People Characters and Designs are trademarks of Fisher-Price. Copyright © 1990 Fisher-Price. All Rights Reserved.

Nintendo ENTERTAINMENT SYSTEM



⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.